

## **ROCK RAIDER CHANGES**

### **New Graphics**

BUILDINGS – New design / Animations & alpha Effects, lights, smoke, steam, flaps etc.

Power lines – Alpha effects 1<sup>st</sup> person,

RM shocks when touched

RM – grab and throw Mini-figure

RM Temple sub objective

### **Enhance Mini figure characters**

Character, humour,

Food – as action of Mini figures – food bar (energy drained)

Carrying heavy objects, need a rest.

Teetering over rubble blocks.

Generic figure. Training for Skills – learn skill set, gives character progression.

Slug racing, capture get on / off, chase scorpions. More colourful friendly, useful

### **Creatures**

Flocking movement for dynamic animation and realistic but interesting variety of movement.